

How Was It Crafted?

Episode 1: **Sentinel League 3.18**

Triple Incursion Mod, Single Veiled Mod

Budget: Around 25 Exalts

Lower Budget Alternatives Possible



What Makes Up These Gloves?

- Suffix: Incursion hybrid cold res, damage to chilled. Source: Drop only.
- Suffix: Incursion hybrid lightning res, crit v shock. Source: Drop only.
- Suffix: Incursion hybrid fire res, damage to burning. Source: Drop only.
- Prefix: Veiled AOE (+2/8% hybrid). Sources: Aisling Unveil, Veiled Chaos Orb, Drop.
- Prefix: Bench Life.
- Implicit: 31% attack crit (Grand Exarch)
- Implicit: 3% damage per 100 Str (Lesser Eater)
- Ask yourself a question: Which of these are HARDEST to get? Let's get those first.



Incursion Mod Reminder

- The lightning Incursion suffix can be changed into the fire version by Harvest “Change a modifier that grants a lightning resist into a similar tier fire resist mod”.
- This always works.
- Same applies for the other combinations.

Incursion Mods: Getting 2

- There are no ways to add these later, so we'll get them first.
- In any other league, you would be capped at ONE of these on an item. But Recombinators break many checks and balances on crafting.
- Start with one-suffix incursion gloves. These drop, or can be made by risky annuls on multi-suffix incursion gloves.
- Benchcraft the same **non-resist** mod on each. Recombine.
- 44% to win. 5% to lose both mods. 51% to lose one.

The diagram illustrates the process of creating a Stealth Glove with two incursion mods. It shows two identical gloves being combined (indicated by a plus sign) to create a single Stealth Glove. The resulting glove has two incursion mods: "11(6-13)% INCREASED EVASION RATING, 6(6-7)% INCREASED STUN AND BLOCK RECOVERY" and "9(8-12)% INCREASED RARITY OF ITEMS FOUND". A blue arrow indicates a 44% success rate for this process.

CRAFTING PROJECT
STEALTH GLOVES

QUALITY: 20%
EVASION: 303

ITEM LEVEL: 100
REQUIRES LEVEL: 62 97 DEX

PREFIX MODIFIER (TIER: 6) — EVASION, DEFENCES
11(6-13)% INCREASED EVASION RATING, 6(6-7)% INCREASED STUN AND BLOCK RECOVERY

PREFIX MODIFIER (TIER: 4) — DAMAGE, ELEMENTAL, FIRE, ATTACK
ADDS 6(5-7) TO 12(11-13) FIRE DAMAGE TO ATTACKS

PREFIX MODIFIER (TIER: 1) — ATTACK, PHYSICAL, MANA
0.33(0.2-0.4)% OF PHYSICAL ATTACK DAMAGE LEECHED AS MANA

SUFFIX MODIFIER "INCURSION" (TIER: 1) — DAMAGE, ELEMENTAL, FIRE, RESISTANCE
+48(46-48)% TO FIRE RESISTANCE, 46(45-52) TO 75(75-78) ADDED FIRE DAMAGE AGAINST BURNING ENEMIES

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CRAFTING PROJECT
STEALTH GLOVES

QUALITY: 20%
EVASION: 363

ITEM LEVEL: 100
REQUIRES LEVEL: 62 97 DEX

PREFIX MODIFIER (TIER: 7) — EVASION, DEFENCES
26(15-26)% INCREASED EVASION RATING

PREFIX MODIFIER (TIER: 6) — EVASION, DEFENCES
11(6-13)% INCREASED EVASION RATING, 6(6-7)% INCREASED STUN AND BLOCK RECOVERY

PREFIX MODIFIER (TIER: 2)
9(8-12)% INCREASED RARITY OF ITEMS FOUND

SUFFIX MODIFIER "INCURSION" (TIER: 1) — DAMAGE, ELEMENTAL, COLD, RESISTANCE
+48(46-48)% TO COLD RESISTANCE, 49(30-50)% INCREASED DAMAGE WITH HITS AGAINST CHILLED ENEMIES

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44%

CRAFTING PROJECT
STEALTH GLOVES

QUALITY: 20%
EVASION: 303

ITEM LEVEL: 100
REQUIRES LEVEL: 62 97 DEX

PREFIX MODIFIER (TIER: 6) — EVASION, DEFENCES
11(6-13)% INCREASED EVASION RATING, 6(6-7)% INCREASED STUN AND BLOCK RECOVERY

PREFIX MODIFIER (TIER: 4) — DAMAGE, ELEMENTAL, FIRE, ATTACK
ADDS 6(5-7) TO 12(11-13) FIRE DAMAGE TO ATTACKS

PREFIX MODIFIER (TIER: 1) — ATTACK, PHYSICAL, MANA
0.33(0.2-0.4)% OF PHYSICAL ATTACK DAMAGE LEECHED AS MANA

SUFFIX MODIFIER "INCURSION" (TIER: 1) — DAMAGE, ELEMENTAL, FIRE, RESISTANCE
+48(46-48)% TO FIRE RESISTANCE, 46(45-52) TO 75(75-78) ADDED FIRE DAMAGE AGAINST BURNING ENEMIES

SUFFIX MODIFIER "INCURSION" (TIER: 1) — DAMAGE, ELEMENTAL, COLD, RESISTANCE
+46(46-48)% TO COLD RESISTANCE, 48(30-50)% INCREASED DAMAGE WITH HITS AGAINST CHILLED ENEMIES

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Incursion Mods: 3 On One Item

- Same process, but you start with TWO items that each have TWO incursion mods.
- However, this time DO NOT benchcraft an additional mod like Dexterity.
- Chance to hit: 35%. 50% to get a 2 incursion mod item back, half the ingredients needed to try again.

The image shows a crafting project for **STEALTH GLOVES**. The project is divided into two main sections: **CRAFTING PROJECT** and **STEALTH GLOVES**. The **CRAFTING PROJECT** section lists the following details:

- QUALITY: 20%
- EVASION: 277
- ITEM LEVEL: 100
- REQUIRES LEVEL: 62, 97 DEX
- PREFIX MODIFIER (TIER: 2): 11(8-12)% INCREASED RARITY OF ITEMS FOUND
- SUFFIX MODIFIER "INCURSION" (TIER: 1) — DAMAGE, ELEMENTAL, COLD, RESISTANCE
- +47(46-48)% TO COLD RESISTANCE, 30(30-50)% INCREASED DAMAGE WITH HITS AGAINST CHILLED ENEMIES
- SUFFIX MODIFIER "INCURSION" (TIER: 1) — DAMAGE, ELEMENTAL, FIRE, RESISTANCE
- +47(46-48)% TO FIRE RESISTANCE, 50(45-52) TO 78(75-78) ADDED FIRE DAMAGE AGAINST BURNING ENEMIES

The **STEALTH GLOVES** section shows the item's stats and modifiers:

- QUALITY: 20%
- EVASION: 277
- ITEM LEVEL: 100
- REQUIRES LEVEL: 62, 97 DEX
- PREFIX MODIFIER (TIER: 1) — ATTACK, LIFE, PHYSICAL
- 0.36(0.2-0.4)% OF PHYSICAL ATTACK DAMAGE LEECHED AS LIFE
- SUFFIX MODIFIER "INCURSION" (TIER: 1) — DAMAGE, ELEMENTAL, COLD, RESISTANCE
- +47(46-48)% TO COLD RESISTANCE, 30(30-50)% INCREASED DAMAGE WITH HITS AGAINST CHILLED ENEMIES
- SUFFIX MODIFIER "INCURSION" (TIER: 1) — ELEMENTAL, LIGHTNING, RESISTANCE, CRITICAL
- +47(46-48)% TO LIGHTNING RESISTANCE, 47(40-60)% INCREASED CRITICAL STRIKE CHANCE AGAINST SHOCKED ENEMIES

A blue arrow labeled **35%** points from the two initial items to the final item, indicating the chance to hit.

Fork In The Road

- So far, nothing too expensive.
- That's about to change.
- Polish those exalts, it's time for a 2 exalt step that's 70% to fail each time.
- If that's too much for your budget, all you need to sacrifice is one mod – the veiled AOE gems/AOE hybrid mod.
- We'll cover the higher budget approach first, then come back to the cheaper option, then return to look at implicits which both gloves will need.

Veiled Mod Reminder

- Before unveiling a mod on an item, benchcraft a mod that shares a modgroup with an undesired veiled mod. This bans some unwanted mods.
- For glove prefixes, you should always block physical to elemental conversion.
- Almost doubles your chance to hit that AOE mod!



CRAFTING PROJECT
STEALTH GLOVES

QUALITY: 20%
EVASION: 277

ITEM LEVEL: 100
REQUIRES LEVEL: 62 97 DEX

SUFFIX MODIFIER "INCURSION" (TIER: 1) — DAMAGE, ELEMENTAL, COLD, RESISTANCE
+47(46-48)% TO COLD RESISTANCE, 30(30-50)% INCREASED DAMAGE WITH HITS AGAINST CHILLED ENEMIES

SUFFIX MODIFIER "INCURSION" (TIER: 1) — ELEMENTAL, LIGHTNING, RESISTANCE, CRITICAL
+47(46-48)% TO LIGHTNING RESISTANCE, 47(40-60)% INCREASED CRITICAL STRIKE CHANCE AGAINST SHOCKED ENEMIES

SUFFIX MODIFIER "INCURSION" (TIER: 1) — DAMAGE, ELEMENTAL, FIRE, RESISTANCE
+46(46-48)% TO FIRE RESISTANCE, 48(45-52) TO 76(75-78) ADDED FIRE DAMAGE AGAINST BURNING ENEMIES

VEILED PREFIX

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UNVEIL



CRAFTING PROJECT
STEALTH GLOVES

QUALITY: 20%
EVASION: 277

ITEM LEVEL: 100
REQUIRES LEVEL: 62 97 DEX

SUFFIX MODIFIER "INCURSION" (TIER: 1) — DAMAGE, ELEMENTAL, COLD, RESISTANCE
+47(46-48)% TO COLD RESISTANCE, 30(30-50)% INCREASED DAMAGE WITH HITS AGAINST CHILLED ENEMIES


SUFFIX MODIFIER "INCURSION" (TIER: 1) — ELEMENTAL, LIGHTNING, RESISTANCE, CRITICAL
+47(46-48)% TO LIGHTNING RESISTANCE, 47(40-60)% INCREASED CRITICAL STRIKE CHANCE AGAINST SHOCKED ENEMIES

SUFFIX MODIFIER "INCURSION" (TIER: 1) — DAMAGE, ELEMENTAL, FIRE, RESISTANCE
+46(46-48)% TO FIRE RESISTANCE, 48(45-52) TO 76(75-78) ADDED FIRE DAMAGE AGAINST BURNING ENEMIES

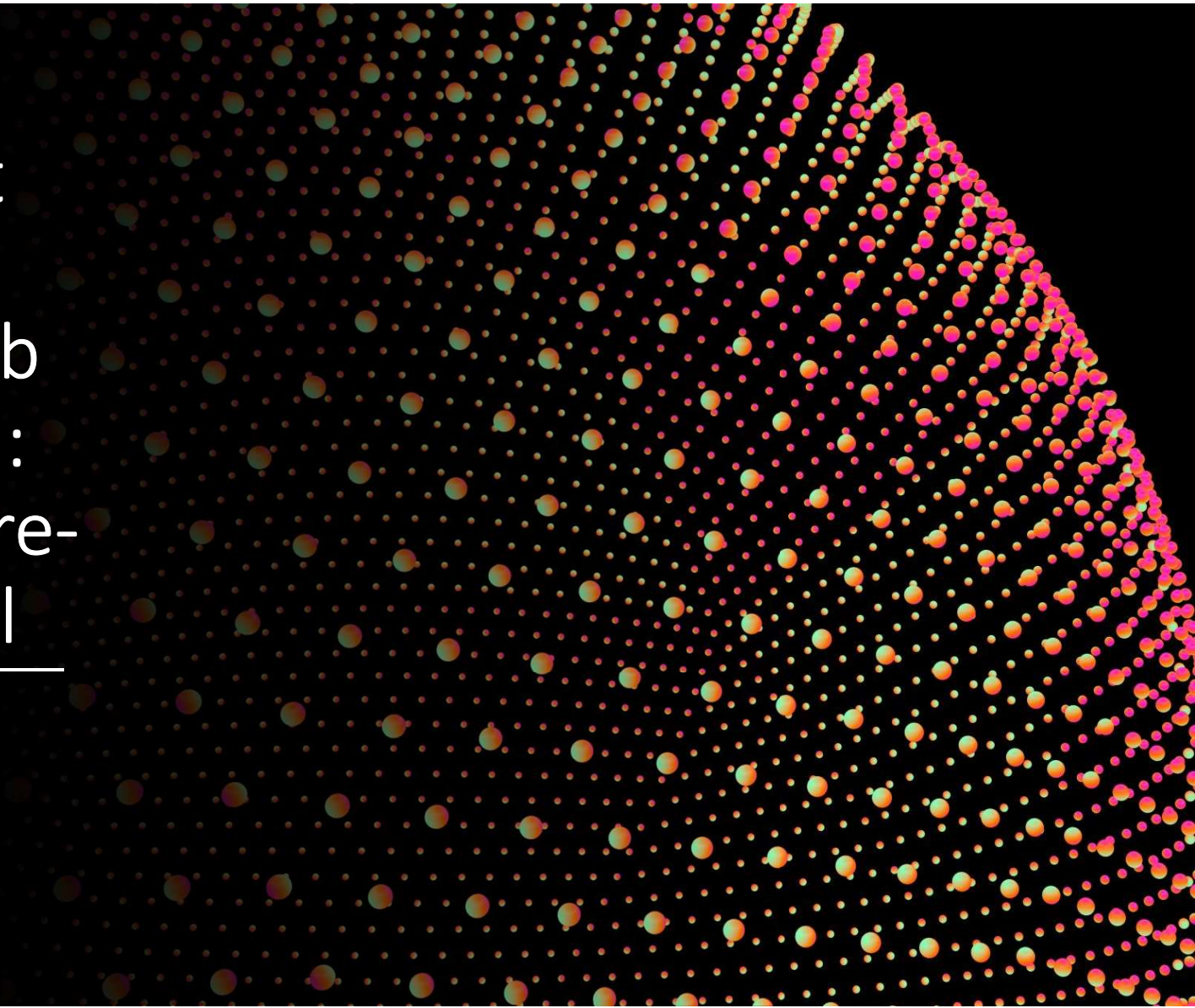
PREFIX MODIFIER "CRAFTED" (TIER: 1) — DAMAGE, ELEMENTAL, LIGHTNING, PHYSICAL
21(20-25)% OF PHYSICAL DAMAGE CONVERTED TO LIGHTNING DAMAGE

VEILED PREFIX

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UNVEIL



‘Suffixes Cannot
Be Changed’ +
Veiled Chaos Orb
or Aisling Unveil:
both can work, re-
metamod on fail



Dealing With The Six Mod Case

- One time in twelve, veiled chaos orbs will roll 6 mods. This is bad. It prevents recrafting Suffixes Can't Be Changed.
- If we aren't happy with the item at this point, we can use Harvest "Reforge an item, keeping all suffixes".
- This has an 11 in 12 chance to fix the problem.
- If not – it's time for another of the same Harvest craft.



The Budget Alternative

- This item will be an Eldritch item eventually.
- Make the item Exarch dominant (via use of any Eldritch Ember)
- Apply Eldritch Chaos Orbs until the item is 'good'
- This approach cannot ever get veiled mods.



Implicits The Final Layer



- For low tier mods as seen on the original item, this is really easy.
- 3.18 made Grand embers and ichors cheap. Not free, but an exalt buys 50 or so.
- Use those frivolously until content with the results.
- For Exceptional tier (not needed on this item), it's best to roll the right mod at Grand tier, then use one Exceptional ember/ichor of the other type, then spam Orbs of Conflict. Average cost: 2 Conflicts, 1 Exceptional.
- Exquisite tier is the same, but typically 6 Conflicts.
- Perfect tier, many more. Perhaps 16? Odds not known. I tried to research this last league but simply couldn't buy enough Conflicts.